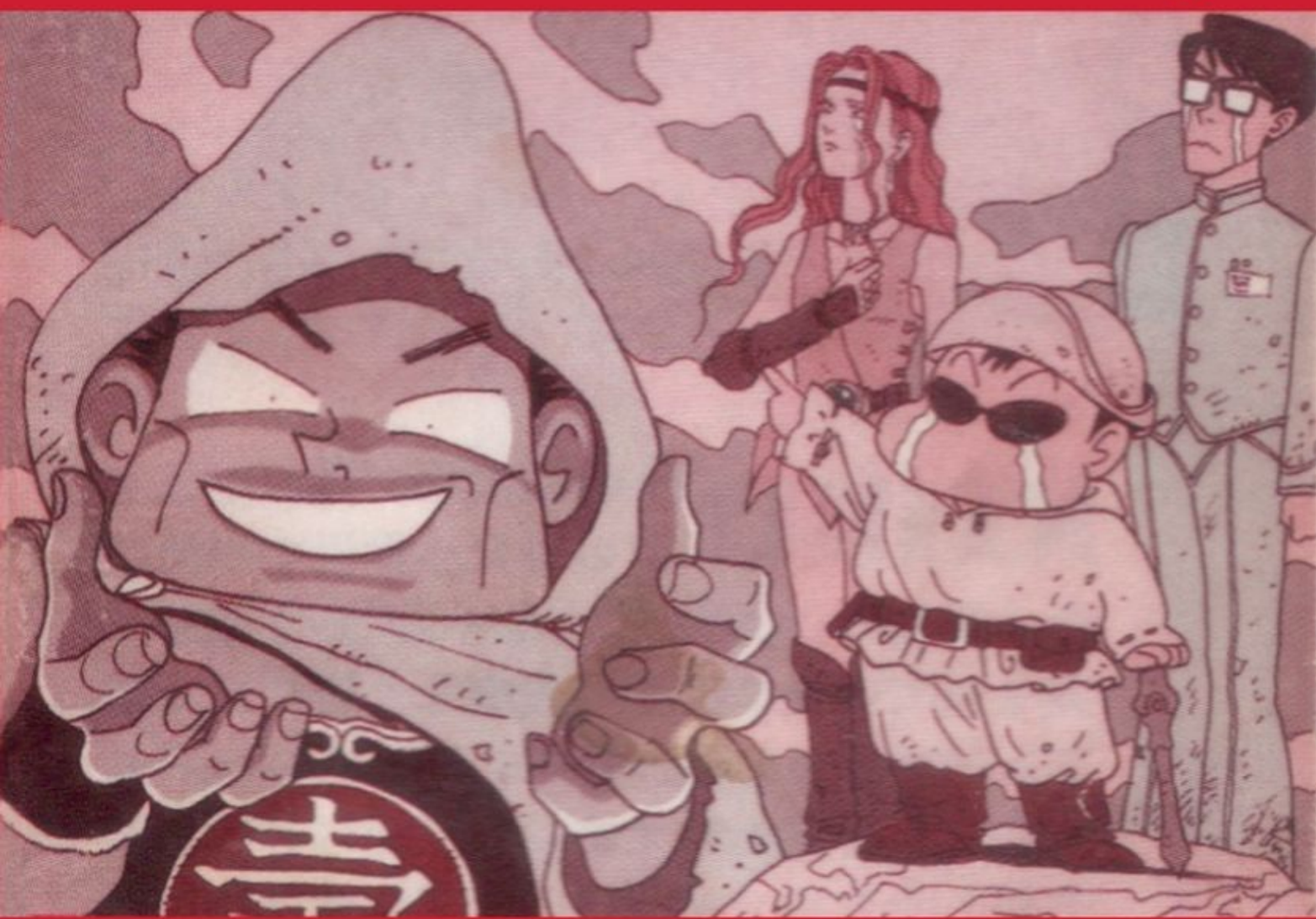
THE CONSTELLATION NERDULUS

An Adventure in the Otaku Galaxy



INSTRUCTION MANUAL

FAMICOM FAMILY

Nintendo

Family Computer™ MAM-0Q

Thank you very much for purchasing The Constellation Nerdulus by the M & M Company on the Family Computer. Please read this instruction manual before playing the game for a more proper and enjoyable experience.

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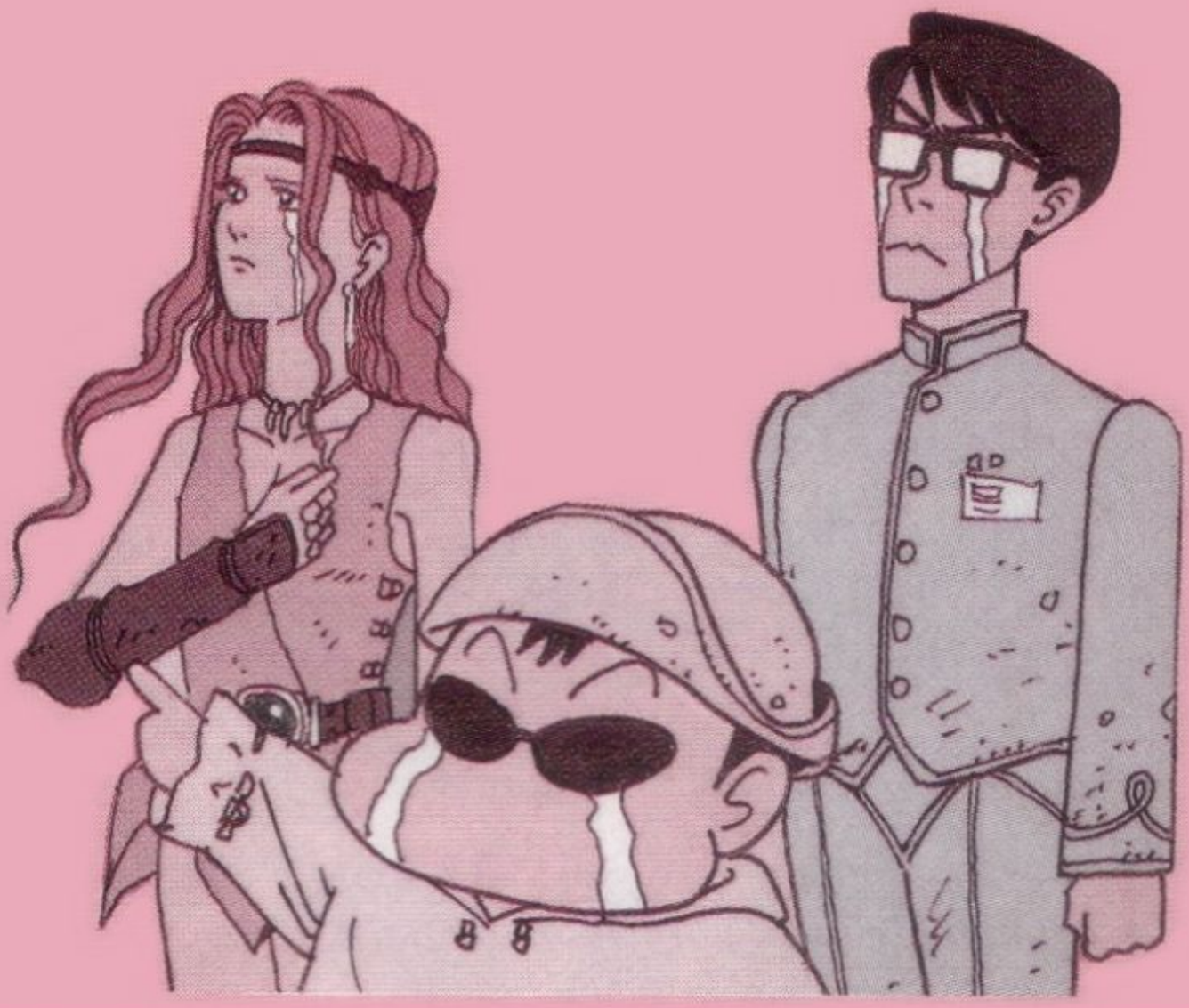
STORY

It happens in the future, in a time when women run the world. The pathetic men of this land are mocked as "nerds." Society has fallen apart, and strange monsters known as "fiends" run wild. Looking upon the state of the world, the gentle goddess Maya sends her servants to the land, her elite squadron:

The Daughters of Aurora.



But they brought no hope to the men of the land upon their arrival. To the contrary, they used the fiends as tools to torment the men, making all of the nerds suffer even more. Women even began to say that the Daughters of Aurora came to wipe men out completely! While most men became even more withdrawn, one of them set forth to become a "real man." He is the hero of this story. He is you!

THE WORLD OF THE CONS

STELLATION NERDULUS

THE CHARACTERS

Here you'll find introductions of the four main characters, with artwork by Hisashi Eguchi. They will be your party members.

The Protagonist ▶

Short and stout, he wears black sunglasses. (Is this the first time there's ever been a hero like this!?)

▼ Nekketsu

He's a little dense, with a one-track mind. His name means hot-blooded, and he certainly lives up to it.

Jon Jon ▲

You might not have guessed it, but he's a man, through and through. He's the leader of a group called the Mohos.

◀ Goro Kotobuki

A mysterious supporting member of the cast. He seems friendly enough, but his true identity isn't clear.

▲ The Five Daughters of Aurora

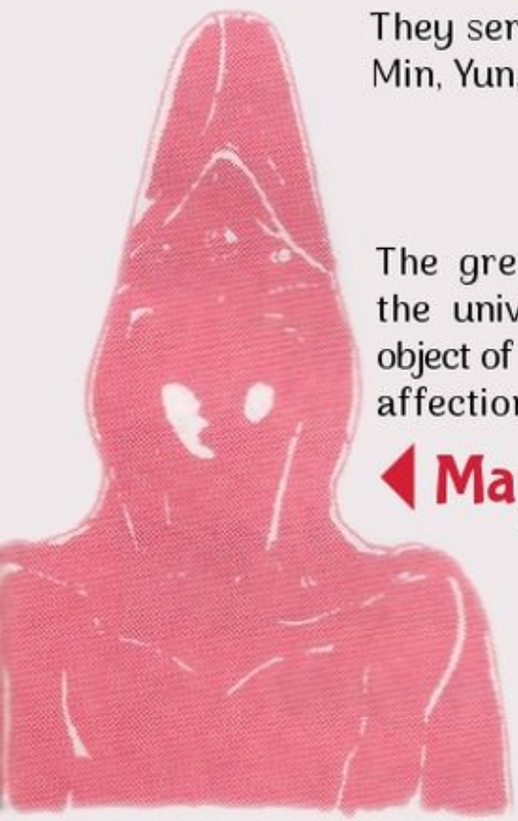
They serve the goddess. From left to right, they are: Rin, Min, Yun, Lun, and Yan.

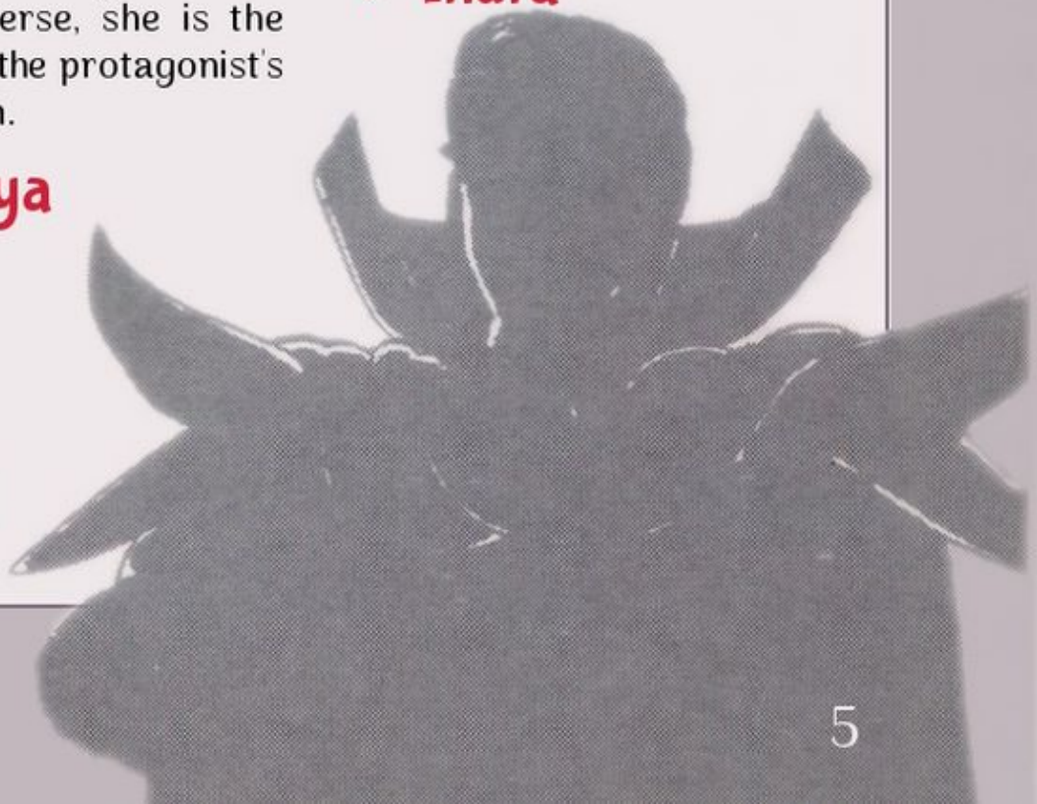
The vilest god in the universe. Most of the details about him remain a mystery.

▼ Indra

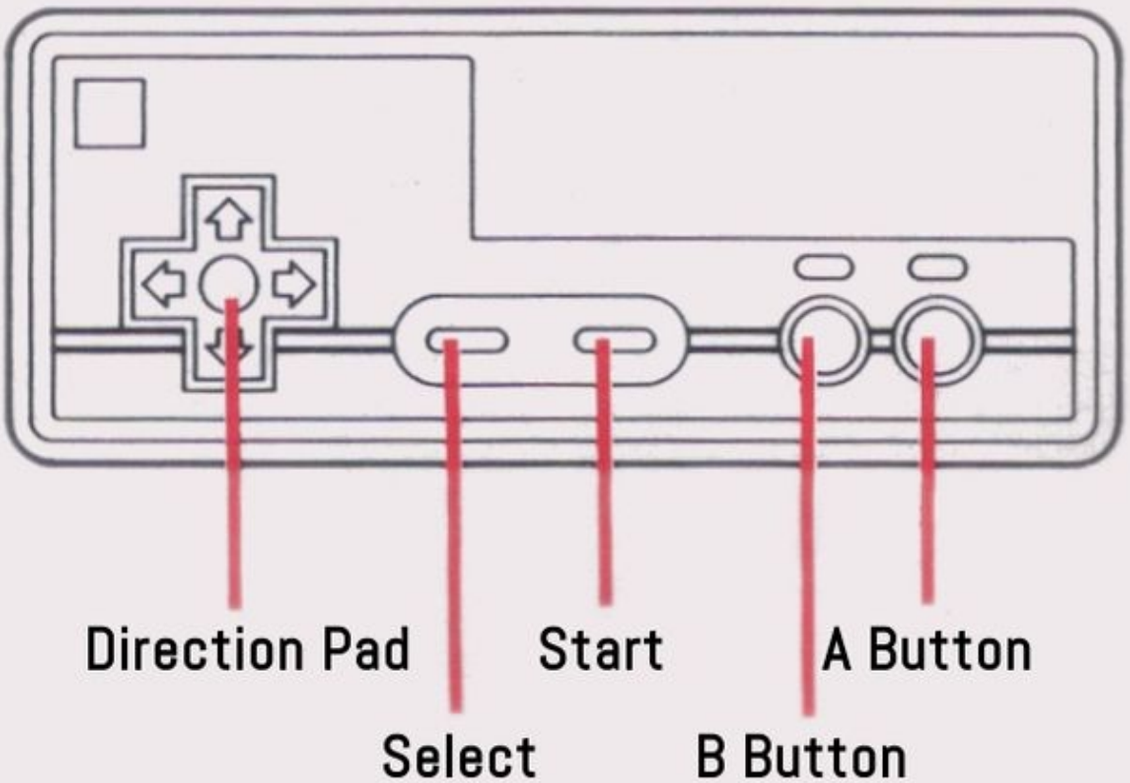
The greatest goddess in the universe, she is the object of the protagonist's affection.

◀ Maya





THE CONTROLS



Start	Starts the game. (Also possible with other buttons.)
Select	Not used.
A Button	Opens the window / Selects a command
B Button	Cancels (when a window is open)
Direction Pad	• Moves the player on the field • Moves the cursor (when a window is open)

STARTING UP

1 Make a file.

When you first start a game, you can select either File 1 or File 2, then you'll be sent to the naming screen, where you'll enter the name of the protagonist.

2 Name the protagonist.

The first time you play the game, you'll be sent to the naming screen.
Use the cursor to select each letter, and press the A Button to confirm it.
Select the "Done" option to begin playing the game.

3 The preparations are complete!

When you start the game, you'll be in a town called Jipang. Listen to what the people have to say in the town. (You might even find a weapon?)

USING COMMANDS

Six commands will appear if you press the A Button on the field.

Talk

The most important command. Walk up to the person you want to talk to, face them, press the A Button, and then select this option.

Search

Use this command at any suspicious-looking places, and the lead character will search the area around them. When opening a treasure chest, stand directly over it and select search, but in other cases, the character will search the area right in front of them.

Force

This command lets you use force skills. Select who is using the skill, and then the name of the force. Certain skills might not be usable, depending upon the situation.

Items

You can carry up to 64 items, with eight displayed in each window. For the ninth item and beyond, you'll have to swap over to the next window by moving the cursor right or left.

Equipment

Always equip your weapons and defensive gear. They're of no use to you unless they're equipped. A character's stats are also viewable on the equipment screen, so you can see how different equipment affects their stats.

Viewing Stats

When you want to check how strong a character is, you can do so by opening the equipment window.

HP	Health Power. The character dies when it hits zero.
FP	Force Power. It gets used up when you use a force skill.
EX	Experience. You need to accumulate it to level up.
LV	Level. The higher it gets, the stronger you'll become.
Attack	Affects how much damage you do to enemies.
Defense	Affects how much damage you take from attacks.
Deforce	Defends against enemy force skills.
Agility	The battles will get easier as this goes up.

Text Speed

This reflects how quickly the text is displayed. We personally recommend that you set it to slow until you get used to it, or if there's a particularly important scene coming up.

BATTLE COMMANDS

As shown in the screenshot on the left, there are six commands in battle.

Give the characters the appropriate orders, and you'll do well in battle.

●Fight

This command will cause the character to strike an enemy during the battle and deliver damage.
If there are two or more types of enemies, you'll be able to select which type you'll target.
The attack order is affected by the Agility stat, and all of the commands will be executed automatically after they are entered.

●Force

This command selects a force skill to use. You won't be able to use this option until you learn a force skill. You can learn them from books or force shops.

●Items

You can select which item you'd like to use during battle. When using HP recovery items and the like, you'll be able to select who they should be used on.

Flee

Use this command to run away from the battle. When your allies are low on HP, and you can't heal them with an item or a force skill, this might be a good idea, but it does fail to work sometimes.

Defend

This command allows a character to refrain from attacking, instead focusing on defending themselves. Any damage taken while defending will be halved. It can prove useful in battle from time to time.

Equipment

You can swap out or remove pieces of equipment using this command. Sometimes different equipment is better suited for different foes.

When the battle ends...

Victory!

When you win the battle, you'll receive experience and gold from the enemy. Sometimes you'll get items, as well.

Flee

Naturally, if you run away from the battle, you won't receive any experience or gold.

Defeat...

If the player dies, you'll have to go back to where you last saved.

MOVING ONWARD

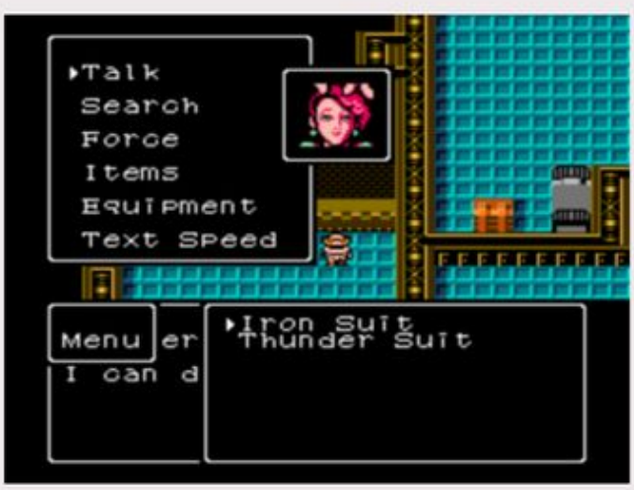
This game was designed to give the player a sense of freedom, to go wherever they'd like, but here's an introduction of some basic things to keep in mind.

1 Start by visiting the Live House.

The Live House is central to the start of your journey. You can think of each Live House as a checkpoint, of sorts.
You can head into the recording studio to make a record of your adventure here, as well.

2 What should you buy?

There are many shops in town, including weapon shops.
You can exchange the gold you have on hand for items, if you can afford them.
Buy whatever you feel you need the most.

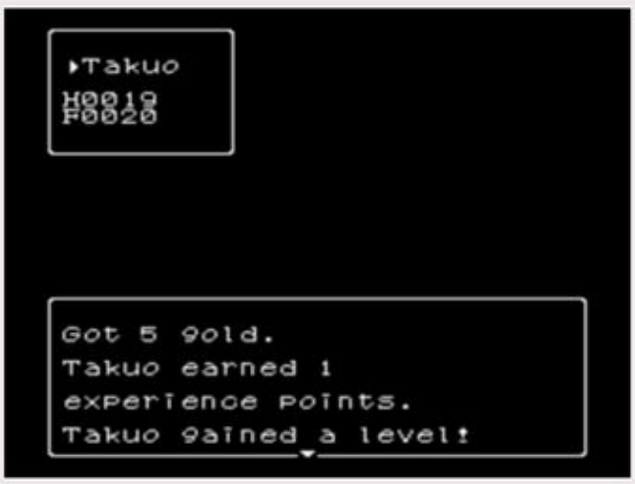


3 Head out into the field!

At first, you'll only have a small sum of money, so there's not much you can buy.
You'll have to earn it by fighting some enemies.
If you bought a weapon or piece of defensive gear, be sure to equip it before heading out.

4 Level up!

So, you've earned a level up.
Open the equipment screen and check your stats, then you should hurry back to town and heal your HP and FP... even if you have to pay a bit.

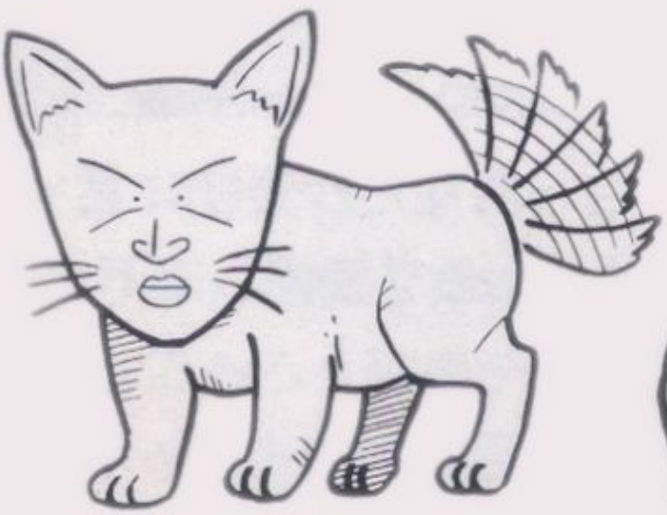


5 Where should you go?

If you ever find yourself lost about where to go next on your adventure, head back to the nearest town and talk with the Live House manager, and if that doesn't help, ask around town.
You should be able to get a clue about where to go next.

THE FIENDS

The fiends are monsters that will attack the protagonist. They come in all sorts of forms, with various personalities, but they share one thing in common: they're all evil. Here's a small sampling of the fiends you'll face.

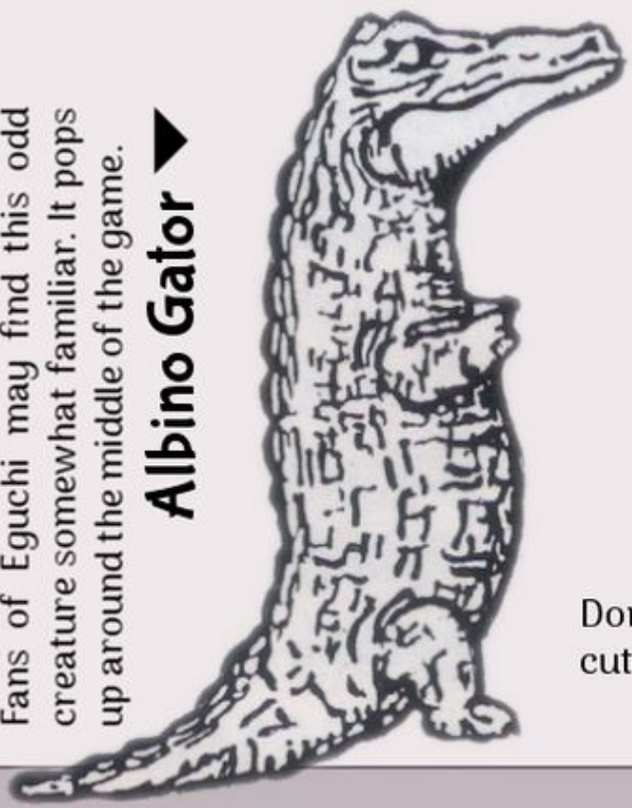


Sly Mutt ▲

The weakest character in the game. Keep smacking these down until you manage to level up a few times.

◀ Ribbeat

It's easily discernable because of the scarf it ties around its head. It's actually pretty strong!



Fans of Eguchi may find this odd creature somewhat familiar. It pops up around the middle of the game.

Albino Gator ▶

Winnie the Turd ◀

Don't let yourself be taken in by its cute looks, or you'll be in deep doo-doo.

▲ Gran Cluck

Watch out for this one. It can poison you with its Toxic force skill.

▼ Vonno

This one spends a lot of time soaking in the hot springs, but still packs a punch.

Kichimaro ▶

A freaky feudal lord... Nothing really special to say about this one. Just a tough enemy early in the game.

◀ Demeure

The three Demeure brothers all answer to Lun. They're tough!

Blankenstein ▶

If you come across one at level one or two, you should run away, if you know what's good for you!

THE ITEMS

Equippable Items

Equippable items can be wielded or worn, and they affect a character's stats, like attack or defense.

Weapons (like the Fire Gun)

These items will generally boost your attack power. Not all of these can be bought in shops.

Clothes (like the Iron Suit)

These items will affect your defense stat. Their brand names might give you some insight.

Hats (like the Atom Cap)

These items will affect your deforce stat. There are three types, from weakest to strongest: hats, caps, and helmets.

Shoes (like the Armored Boots)

These items will affect your agility stat. Shoes can only be bought at a shoe store.

Items

Items can be used to restore your HP or FP. Most of these can be bought in stores.

Rice Balls	Pure Mint	Bloody Mary
These will restore the HP of the character who ate them.	This will clear the body of poison.	An alcoholic beverage. Drinking one restores a bit of FP.

Special Items

These items are neither for equipping or consuming, and are intended to be used during certain events.

Man's Ticket		Bag o' Laughs	
	These will prove that you're a man.		Sure, it's possible to get one, but what could you possibly need it for?
Statue of God		**Crowbar**	
	The rumors are flying about it. It's a very powerful item.		What, are you going to pry up stakes? It's surprisingly useful, though.

THE SHOPS

Live Houses

You should start by going here to learn where to go on your journey.
They play a central role in the game.

They may help you unravel a mystery or two, and the managers may also give you hints about where to go next.

You can also find recording studios inside, where you can make a record of your adventure.

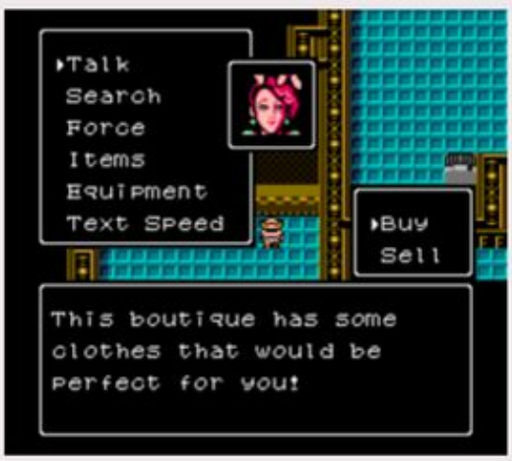
Recording Studios

Every Live House has a recording studio.
Here, you'll be able to make a record of your adventure (in other words, save your game).
When you turn off the game, make sure to hold down the Reset Button before you switch off the power.

Weapon Shops

These shops will sell you weapons. The more it costs, the stronger it is.
Different shops may charge different prices for the same weapon.

Boutiques



These shops will sell you clothes.
Different shops will charge different prices, but if you sell your stuff back to them, they all pay you the same amount, depending on how strong the item is.

Shoe Shops

These shops only sell shoes, but they'll buy back any sort of item, just like any other type of store.
However, the price of shoes never varies from store to store.

Hat Shops

As you might expect, they sell hats, but some towns have special hat shops. There are many kinds of hats, but one store will only carry two or three types.

Convenience Stores

These are quite useful. They sell items that you can't equip, like rice balls, other healing items, and more.

Liquor Stores / Bars

You can buy alcoholic beverages here.
Alcohol restores your FP, but it has other uses as well, which you'll discover as you play through the game.

Hospitals

It might be hard to tell exactly where they are, but if you see a doctor with two nurses at his side, you'll know you're in a hospital. Here, they treat status ailments. If someone dies, you'll need a necromancer.

City Hotels

You can get rested here. They'll restore the party's HP and FP to max. Resting here won't save your game, so keep that in mind. One night's payment will heal your whole party.

Force Shops

You can learn force skills that you can't learn from force manuals. You can also transfer a force from one character to another. If a force skill can't be bought, it can't be given to multiple characters at the same time.

Bam Burger Joints

A team of brothers run this impressive worldwide fast food chain of burger joints.
There's only one problem.
A lot of people have been complaining about the quality of the food.

Casinos

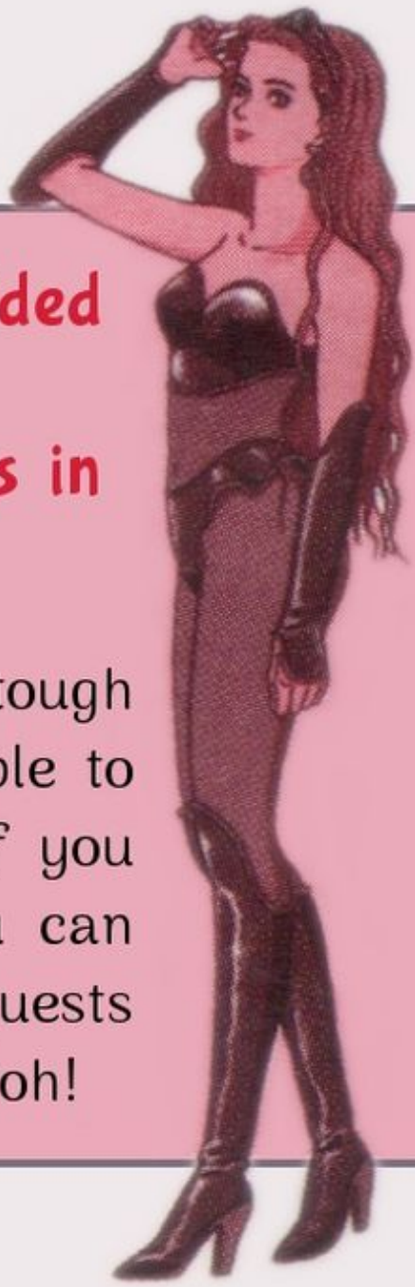
You'll gain access to the casino about halfway through the game.
At first, it may seem like a fun distraction, but later on, you'll find out about some funny business going on there.
Always play responsibly!

Teleportation Devices

These devices were set up by a kooky inventor.
Using his devices will let you warp your party to other devices around the world in an instant.
They're a lifesaver when you have to travel long distances.

ADVICE FROM THE DAUGHTERS OF AURORA

Hi, I'm Goro Kotobuki. I'm here to deliver a message for you. It's from the Daughters of Aurora!



This tale can be divided into five chapters. You'll find one of us in each chapter!

If you want to be a big, tough man, you have to be able to woo the goddess. And if you can do that, surely you can handle a few selfish requests from me! Ohhh hoh hoh hoh!

YAN

RIN

We're here to put men to the test. I wonder if you'll be able to pass?

You're going to need a rocket to reach the goddess, but we've split the five parts that you'll need between all of us. We'll only give our parts to a man if we really like him!

I'm not going to waste my time with some pathetic nerd!

YUN

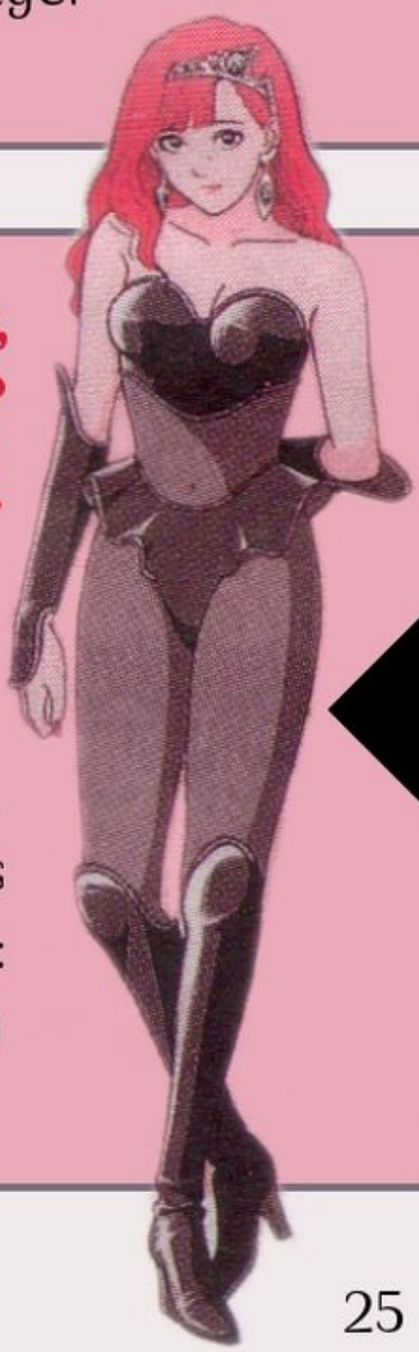
You nerds are so pathetic... Why are you wasting your time listening to me lecture you about it, anyway? You should be more concerned with trying to become a better man!

LUN

The managers at the Live House might know something!

The goddess is the most beautiful woman in existence. Why do you have to woo her? Maybe the manager knows, huh?

Are we your enemies, or your allies? Well, that depends on you.

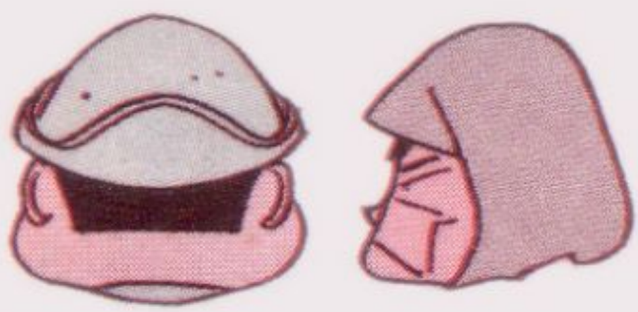


MIN

You want to know why the goddess would want to torment all of you nerds? That's a secret. But I, the strongest of the Daughters of Aurora, can tell you one thing: I'll never let some pathetic man meet with the goddess!

FORCE LIST

These skills make the power of the mind become tangible, and they can grow stronger with training.
You can only wield the amount that fits on your force screen.
You can use them after buying them, or by reading a force manual.



Name	Range	FP	Level
Ignite	1	5	-
Roast	All	15	15
Flare	1	15	20
Scorch	All	30	?

Name	Range	FP	Level
Chill	1	10	-
Frost	All	25	20
Ice	1	25	25
Freeze	All	40	?

Name	Range	FP	Level
Shock	1	15	-
Spark	All	30	25
Bolt	1	30	30
Storm	All	40	?

Name	Range	FP	Level
Shake	All	40	-
Rattle	All	50	30
Rumble	All	60	35
Quake	All	70	?

Name	FP	Effect
Cheer	20	Cures some HP for a single ally.
Glee	40	Fully cures HP for a single ally.
Joy	60	Cures some HP for all allies.
Bliss	100	Cures all HP for all allies.

Name	FP	Effect
Muddle	20	Makes the enemy dizzy, unable to use force skills.
Petrify	25	Numbs the enemy, preventing them from escaping.
Toxic	20	Poisons the enemy, dropping their defense.

	Effect
	Fire-aligned attack force. Evolves after leveling up.
	Fire-aligned attack force. Evolves from Ignite.
	Fire-aligned attack force. Evolves from Roast.
	Fire-aligned attack force. Evolves from Flare.

	Effect
	Cold-aligned attack force. Evolves after leveling up.
	Cold-aligned attack force. Evolves from Chill.
	Cold-aligned attack force. Evolves from Frost.
	Cold-aligned attack force. Evolves from Ice.

	Effect
	Lightning-aligned attack force. Evolves after leveling up.
	Lightning-aligned attack force. Evolves from Shock.
	Lightning-aligned attack force. Evolves from Spark.
	Lightning-aligned attack force. Evolves from Bolt.

	Effect
	Earth-aligned force. Hits all. Evolves after leveling up.
	Earth-aligned attack force. Evolves from Shake.
	Earth-aligned attack force. Evolves from Rattle.
	Earth-aligned attack force. Evolves from Rumble.

● Name	FP	Effect
Suction	0	Steals an enemy's FP.
Possum	30	Play dead to avoid enemy attacks.
Clarify	30	Cure an ally of dizziness.
Soften	10	Cure an ally of numbness.
My God	100	Bring an ally back with full HP and FP.
Tiptoe	10	Avoid enemy encounters. Effect ends upon an encounter.
Get Out	20	Escape from a dungeon. Doesn't work in some places.
———	-	———

STUMPED...?

●I die right away.

Your level's probably too low. Stay near the town and heal up right after an encounter.
Only fight against the weakest enemies. Gradually raise your levels for a while before moving on.

●I don't know where to go.

Head back to a nearby town and talk with the people to get more information. You're bound to run into someone who'll give you a hint and point you in the right direction.

●I can't figure out how to solve this mystery.

Sometimes a mystery requires thinking outside the box.
Just focus on doing what you can.
Maybe an item needs to be used in an unconventional way, for instance.
It's important to keep in mind everything you've heard, and pay attention to what's in your inventory to proceed.

Caution Before Playing

- Unplug the AC adaptor after you're finished playing.
- Keep as much distance as you can from the TV screen.
- If you're playing for a long time, take a ten to fifteen minute break after every two hours you've played.
- The cartridge is very sensitive, so try not to expose it to extreme temperatures or shocks. Never attempt to disassemble it.
- Do not touch the cartridge port, or expose it to water. Please keep it clean to avoid any malfunctions.
- Do not wipe it with thinner, benzene, alcohol, or any other volatile oils.

M&M COMPANY

Motomiya Building 3F

1-1-3 Ichikawa Minami Ichikawa-shi, Chiba 272 JAPAN

Telephone: 0473-22-8035

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